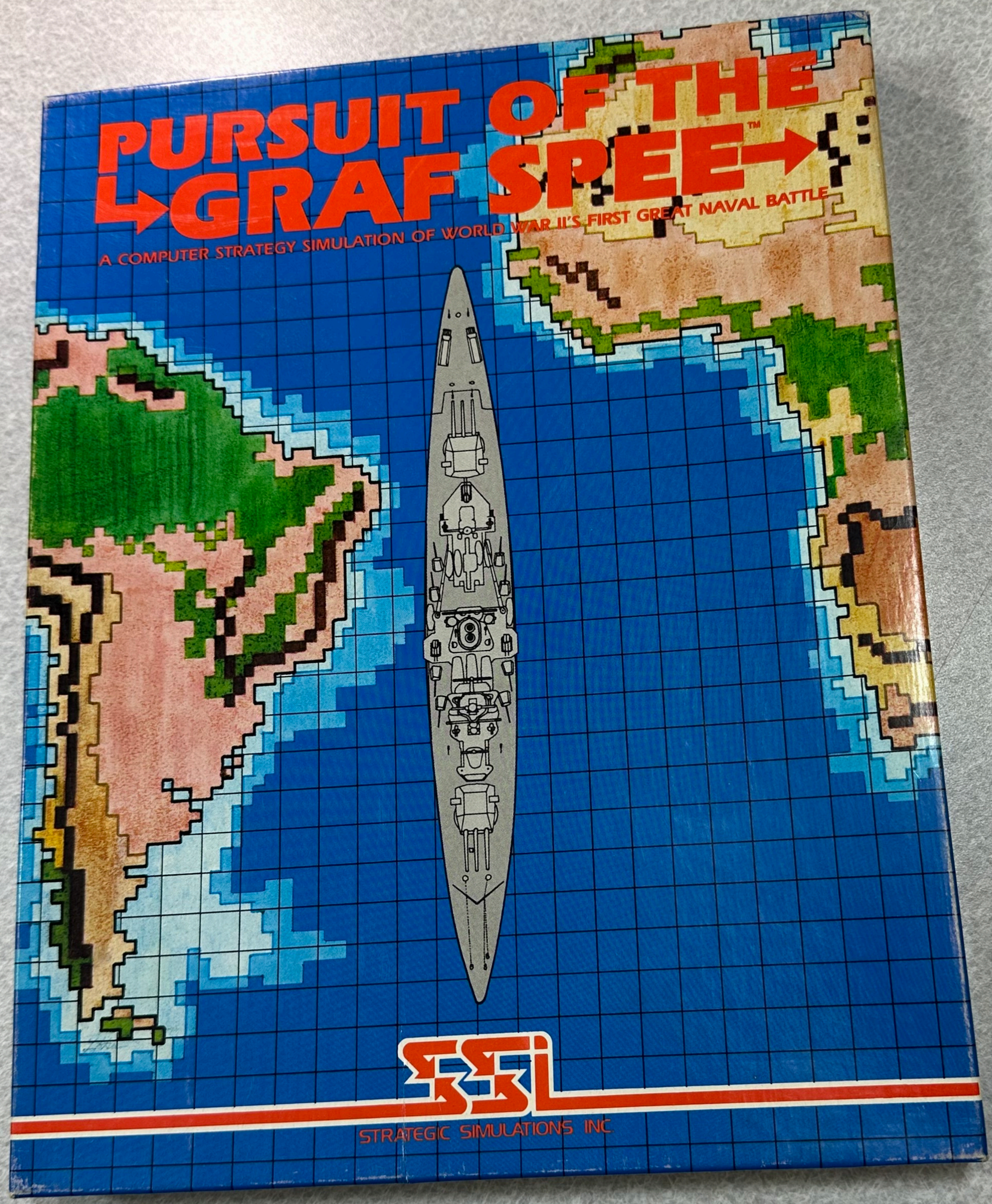

PURSUIT OF THE GRAF SPEE™
A COMPUTER STRATEGY SIMULATION OF WORLD WAR II'S FIRST GREAT NAVAL BATTLE
SSI
STRATEGIC SIMULATIONS INC

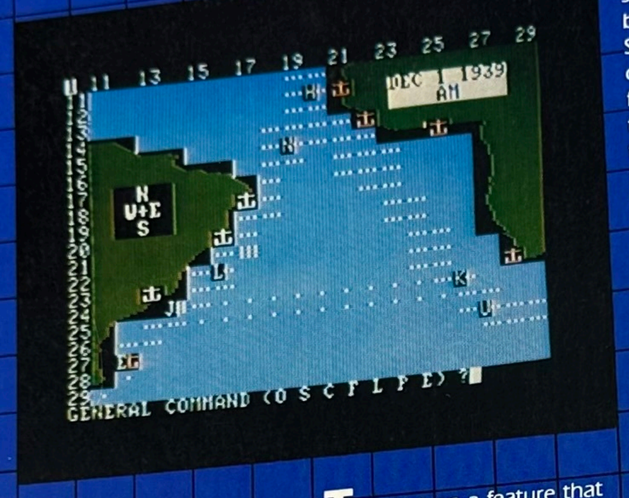
BEFORE BISMARCK, THERE WAS THE GRAF SPEE.

When we first introduced **Computer Bismarck™**, it caused quite a stir among strategy gamers. It now stands as one of the most successful computer simulations ever made.

Where Computer Bismarck re-created the epic hunt for Hitler's most powerful warship, PURSUIT OF THE GRAF SPEE™ pays tribute to the first great naval battle of World War II.

This game takes you back to the South Atlantic of 1939, where **you** command the Graf Spee in its deadly mission to sink enemy merchant vessels while evading the Allied fleet. Or direct twelve patrolling British and French warships to search for and destroy this scourge of your shipping lanes.

Like its famous older brother, PURSUIT OF THE GRAF SPEE has all the thrill and excitement of the chase, heightened by historical accuracy and richness of detail. It provides complete ship ratings for speed and strength, fuel restrictions, and refueling capabilities. Realistic rules such as varying weather conditions govern sighting and visibility.



However, we've added a remarkable tactical combat system. Like a real naval battle, firing is done from individual sets of guns, each with differing characteristics and accuracy. Torpedoes are also at your disposal. When it comes to calculating ship damage and its effects on firepower, communications and speed, you simply leave all the work to the unerringly fast computer.

There's even a feature that nicely bridges the innovation of computer wizardry and wargaming tradition: You can resolve all battles by using your own World War II naval miniatures. Just enter the results of your off-line combat and the computer will incorporate them into the strategic game.

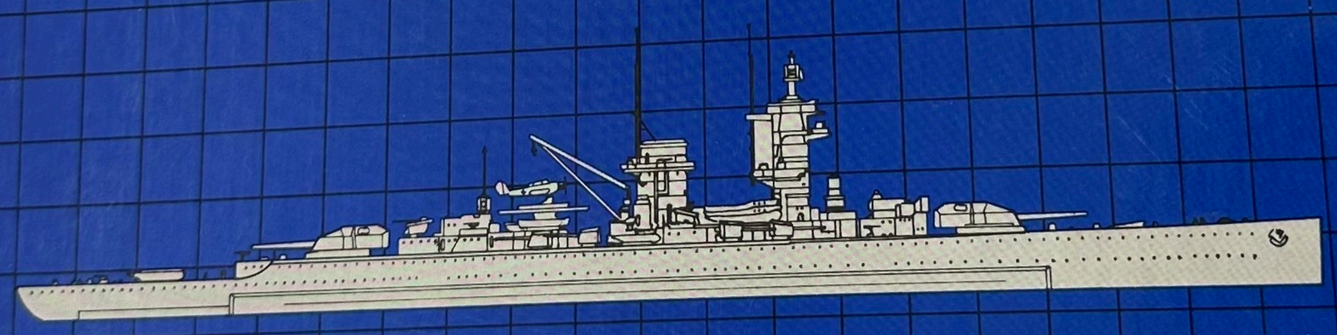
The game contains two scenarios, all played on a 19-by-19 square-grid map of the South Atlantic displayed in colorful Hi-Res graphics. The first goes from December 1st to the 25th, which recounts the entire historic chase. Here, shadowing, pursuit and elusive maneuvers are your primary concerns.

The second simulates the Battle of the River Plate, where the Graf Spee — already located — must deal with the Royal Navy's Exeter, Ajax, and Achilles.

Finally, the solitaire scenario lets you match wits against the computer as it directs the Graf Spee. At the end of the game, Graf Spee's path will be displayed, a pleasant elucidation and consolation for those who weren't able to locate this elusive prey.

We wish you the best of luck on your hunt.

GAME CONTENTS:
5¼" Program Disc
Rule Book
2 Data Cards



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- Option to resolve battles using your own naval miniatures.
- Campaign game (Dec. 1, 1939) and Battle of the River Plate (Dec. 13).
- Two-player and computer-as-opponent (solitaire) versions.
- Ability to save game in progress for resumption later.

For Your APPLE II with Applesoft ROM Card or Apple II Plus 48K Memory & 1 Mini Floppy Disc Drive

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PURSUIT OF THE GRAF SPEE
A COMPUTER STRATEGY SIMULATION OF WORLD WAR II'S FIRST GREAT NAVAL BATTLE
PURSUIT OF THE GRAF SPEE™ is designed by Joel A. Billings.
□ Intermediate Level
□ Playing Time: 1 to 2 Hours
PURSUIT OF THE GRAF SPEE
55

Computer-controlled mapboard of the South Atlantic.
Hidden movement; varying weather conditions.
Fuel restrictions and refueling at sea.
Shadowing and tactical ship-vs.-ship combat using guns and torpedoes.
For Your APPLE II with Applesoft ROM Card or Apple II Plus 48K Memory & 1 Mini Floppy Disc Drive
Cover Design: LOUIS HSU SAEKOW

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Where Computer Bismarck re-created the epic hunt for Hitler's most powerful warship, PURSUIT OF THE GRAF SPEE™ plays tribute to the first great naval battle of World War II.

This game takes you back to the South Atlantic of 1939 where you command the Graf Spee in its search for enemy merchant vessels. Challenge the Allied Cruiser Force to battle and prevent the Allies from destroying your ship.

However, you'll need a keen mind and steady hand to survive the Battle of the River Plate. Then, if you're victorious, you'll have the opportunity to escape to neutral waters.

This game offers the option of playing against another human opponent or the computer.

Each player has the option of playing the Graf Spee or the Allied Cruiser Force.

Game features include:

- Full color graphics
- Multiple levels of play
- Realistic sound effects
- Variable weather conditions
- Variable time of day
- Variable ship speeds
- Variable ship damage
- Variable ship repair
- Variable ship refueling
- Variable ship rearming
- Variable ship resupplying
- Variable ship boarding
- Variable ship capturing
- Variable ship scuttling
- Variable ship abandoning
- Variable ship sinking
- Variable ship surrendering
- Variable ship escaping
- Variable ship pursuing
- Variable ship attacking
- Variable ship defending
- Variable ship maneuvering
- Variable ship navigating
- Variable ship steering
- Variable ship speeding
- Variable ship slowing
- Variable ship stopping
- Variable ship starting
- Variable ship turning
- Variable ship rolling
- Variable ship pitching
- Variable ship yawing
- Variable ship heaving
- Variable ship surging
- Variable ship swaying
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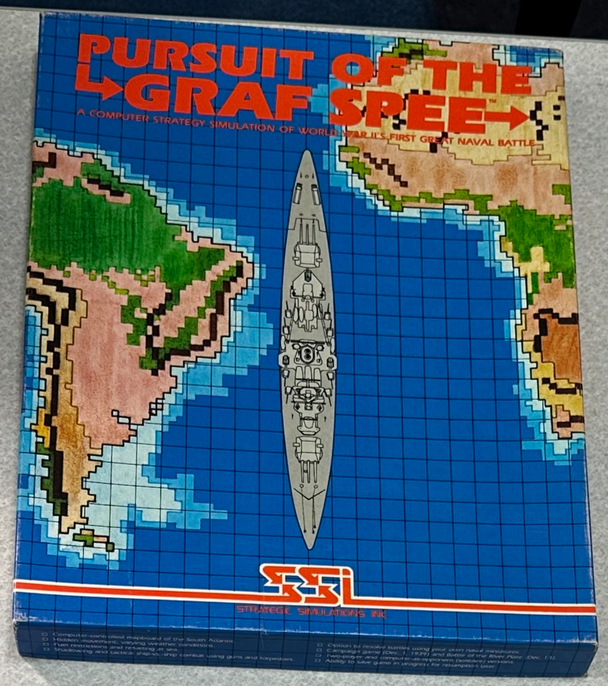
PURSUIT OF THE GRAF SPEE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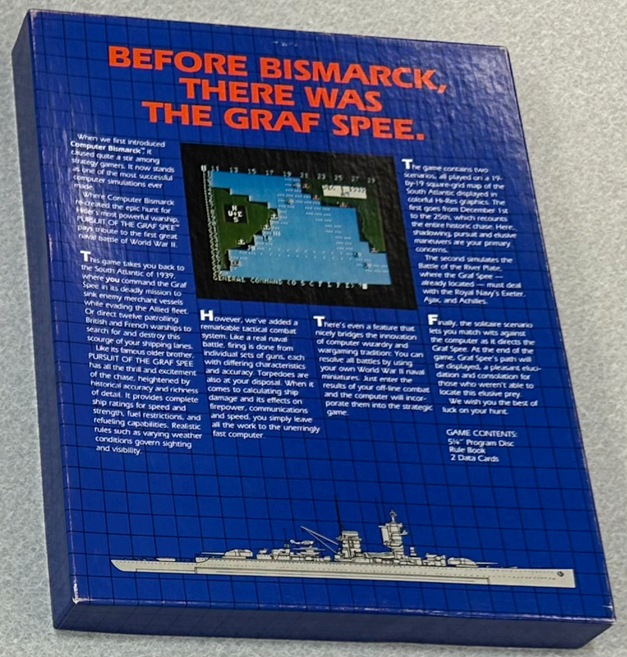
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When we first introduced Computer Bismarck,* it stood quite a star among strategy gamers. It now stands as one of the most successful computer simulations ever made.
Where Computer Bismarck* recreated the epic hunt for Hitler's mighty powerful warship, PURSUIT OF THE GRAF SPEE* pays tribute to the first great naval battle of World War II.
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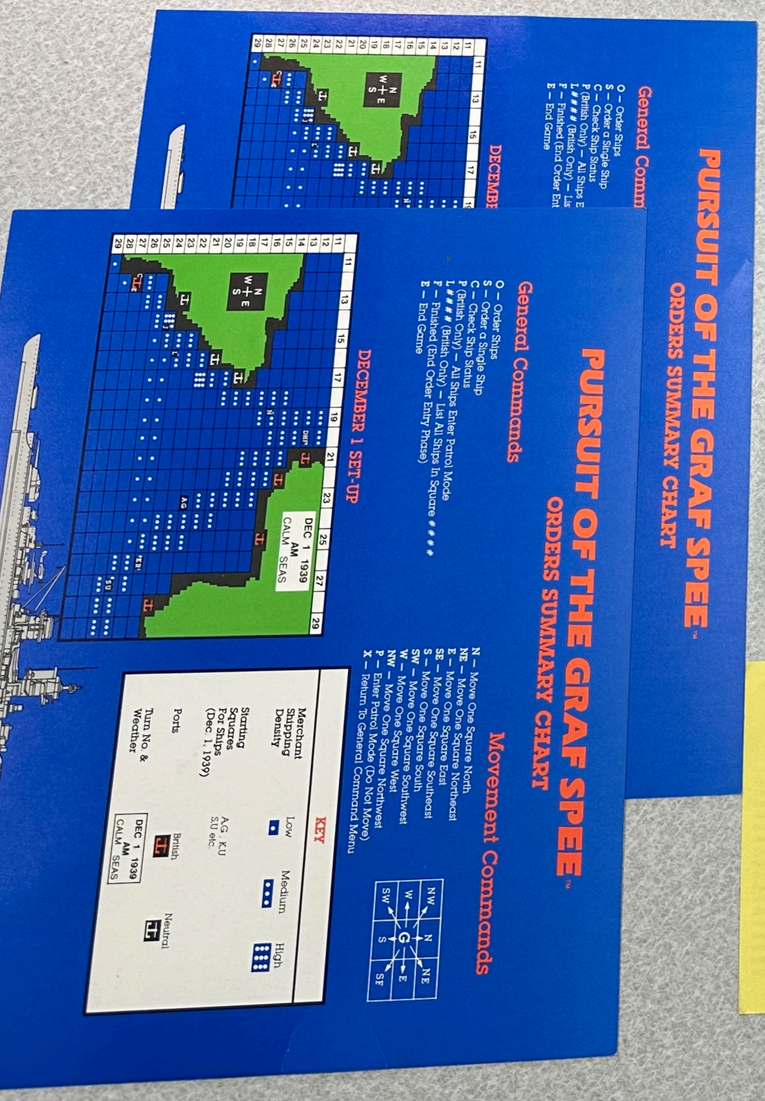
PURSUIT OF THE GRAF SPEE
ORDERS SUMMARY CHART
General Commands
O — Order Ships
S — Order a Single Ship
C — Check Ship Status
P (British Only) — All Ships Enter Patrol Mode
L#### (British Only) — All Ships Enter Patrol Mode
F — Finished (End Order Entry Phase)
E — End Game
DECEMBER 1 SET-UP
PURSUIT OF THE GRAF SPEE
ORDERS SUMMARY CHART
General Commands
O — Order Ships
S — Order a Single Ship
C — Check Ship Status
P (British Only) — All Ships Enter Patrol Mode
L#### (British Only) — List All Ships In Square ####
F — Finished (End Order Entry Phase)
E — End Game
DEC 1 1939 AM CALM SEAS
Movement Commands
N — Move One Square North
NE — Move One Square Northeast
E — Move One Square East
SE — Move One Square Southeast
S — Move One Square South
SW — Move One Square Southwest
W — Move One Square West
NW — Move One Square Northwest
P — Patrol Mode (Do Not Move)
X — Return to General Command Menu
KEY
Merchant Shipping Density
Low
Medium
High
Starting Squares for Ships (Dec. 1, 1939)
A,G K,U SU etc
Ports
British
Neutral
Turn No. & Weather
DEC 1 1939 AM CALM SEAS
N NE W E SW SE S

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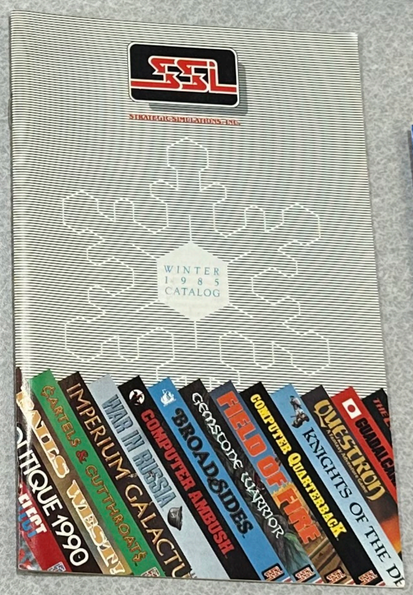

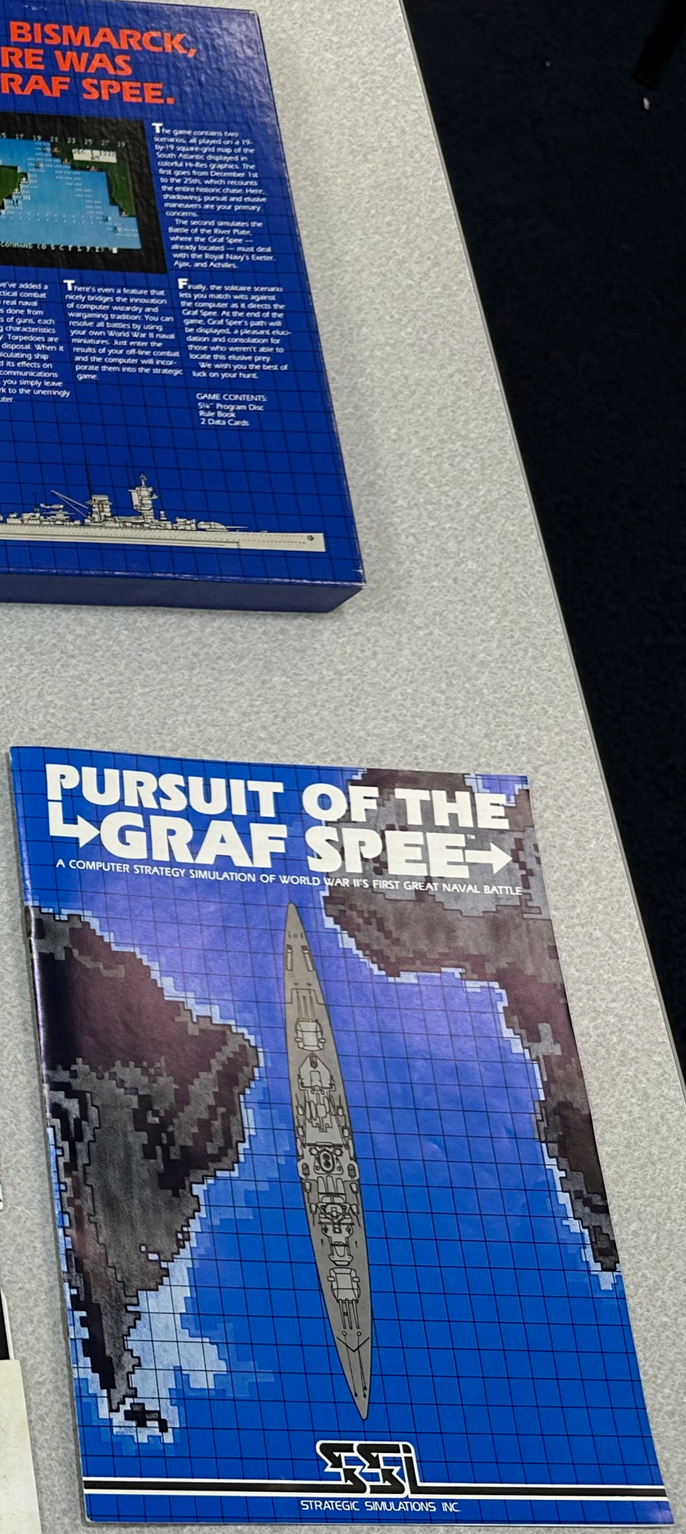
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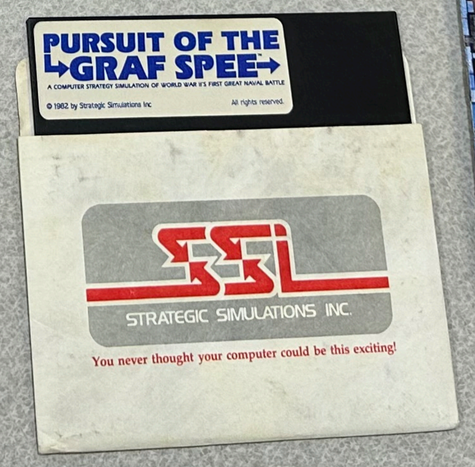
STRATEGIC SIMULATIONS INC/CUSTOMER RESPONSE CARD

1. What game is this card from? _____
2. What computer was used to play this game? _____
3. Please rate the following aspects of the game (9=excellent, 1=poor):
   9 8 7 6 5 4 3 2 1 Playability
   9 8 7 6 5 4 3 2 1 Realism
   9 8 7 6 5 4 3 2 1 Excitement
4. Was this game fun to play? ☐ Yes ☐ No
5. Please comment on this game, also what games would you like to see in the future? _____
6. How many other SSI games have you purchased? _____
7. Please write your name and address below if you wish to be placed on our mailing list. _____
8. Where did you learn about this game? ☐ magazine ads, ☐ retail store; ☐ direct mail, ☐ friend; ☐ other _____ If magazine ad, which magazine? _____
9. Where did you purchase this game? ☐ computer store, ☐ game store; ☐ SSI direct, ☐ other mail order; ☐ software store; ☐ other: _____
10. Have you ever played a board wargame before? ☐ Yes ☐ No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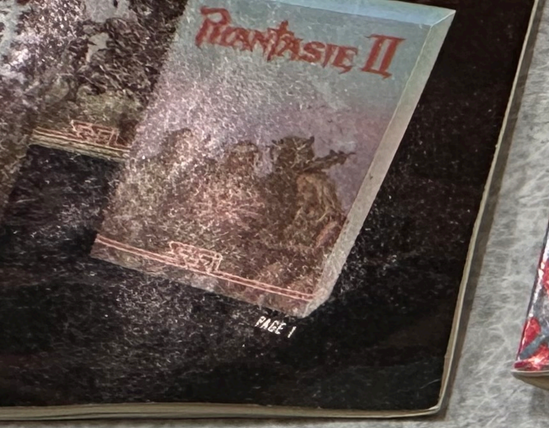
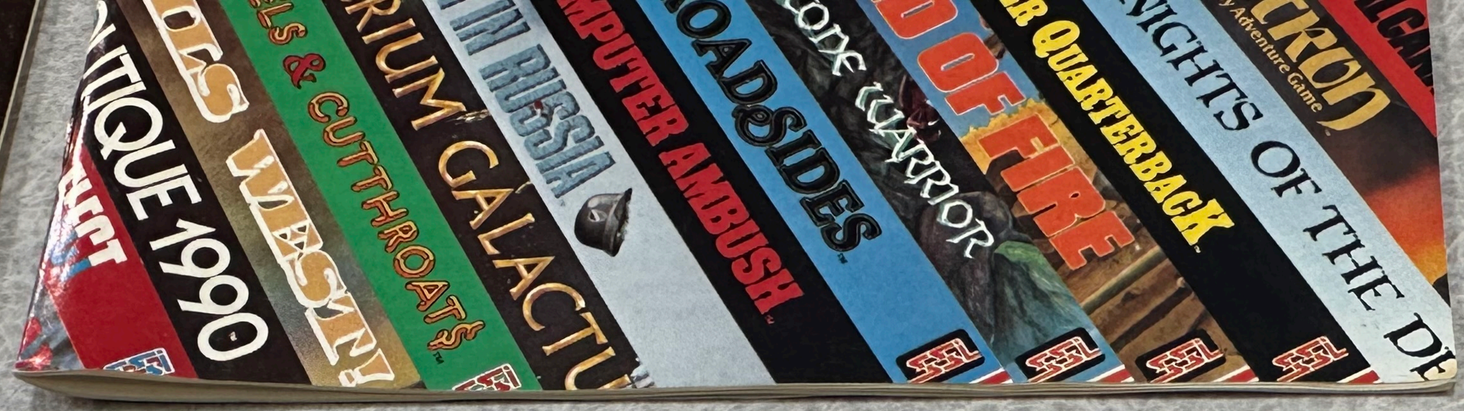
You never thought your computer could be this exciting!





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